STAR WARS™

THE OFFICIAL STARSHIPS & VEHICLES COLLECTION

STAR DESTROYER 5

Admiral Firmus Piett's Imperial flagship

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Reporting to Vader

Destroyer in pursuit

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STAR WARS

These immense vessels became a symbol of absolute power, and were the terror icons of the Galactic Empire forged by Emperor Palpatine. Before the dark times the wedge-shaped cruisers of the Republic were symbols of pride and hope when they arrived in orbit. With the rise of Palpatine, the sight of a triangular silhouette over a world brought only fear and death.

'AT THAT CLOSE RANGE WE WON'T LAST LONG AGAINST THOSE STAR DESTROYERS'

ADMIRAL ACKBAR

THE HISTORY
OF THE *IMPERIAL*-CLASS STAR DESTROYER

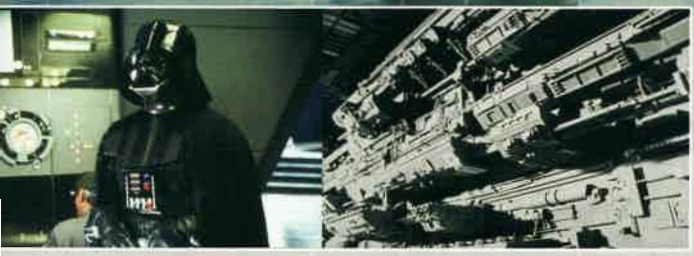
For those in service with the Imperial Navy, the *Imperial*-class Star Destroyer became a symbol of excellence. Its presence in a given system meant that the area was considered of vital importance to the Empire.

Icons of Imperial power, the *Imperial*-class Star Destroyers were technological marvels developed exclusively for the Empire by Kuat Drive Yards (KDY), but their origins date back to the Old Republic. Towards the end of the Clone Wars, engineer Walex Blissex designed the *Victory*-class starship for the Republic. It was built by Rendili StarDrive, which was looking to break the growing monopoly that KDY was gaining over Republic commissions.

The Victory

At 900 metres, the *Victory I*-class Star Destroyer was just over half the size of the *Imperial I*-class. It had a complement of some 5,200, plus an additional 2,000 troops. Two full squadrons of TIE fighters (24 ships) provided starfighter coverage. The *Victory I* also mounted 10 quad turbolaser batteries, 40 double turbolasers, 20 concussion missile tubes and, significantly, 10 tractor beam projectors.

The *Victory I*-class Star Destroyers had a unique profile, possessing 'wings' that allowed the craft to manoeuvre in an atmosphere. While this gave the massive starship the option to pursue prey planetside, the underpowered ion engines of the *Victory I* meant that the pursued were normally long gone by the



time the ship got there. This weakness led to the development of the *Victory II*-class Star Destroyer, but neither ship saw much service before the birth of the Empire.

A New Era

Walex Blissex refused to work for what he believed to be an evil regime and went into hiding. It fell to Blissex's amoral but brilliant daughter to advance her father's work. Lira Wessex had begun working with Palpatine's agents even before the Empire was declared. Basing her work on her father's plans for the *Victory II*-class, Wessex designed the *Imperial I*-class Star Destroyer for Kuat Drive Yards.

To address the weaknesses of the *Victory*-class, Lira Wessex replaced the ageing hypermatter annihilation reactors with an SFS I-a2b Solar Ionisation Reactor. The new generation of Star Destroyers would have at their heart the raging fires of a sun, easily powering everything from propulsion to weapons.

The first of these monstrosities powered out of the Kuat docks within a month of the establishment of the Empire. At 3.88 billion Imperial credits each, critics were only silenced when the new Star Destroyers' superior performance put them in the vanguard of Imperial rule across the galaxy.

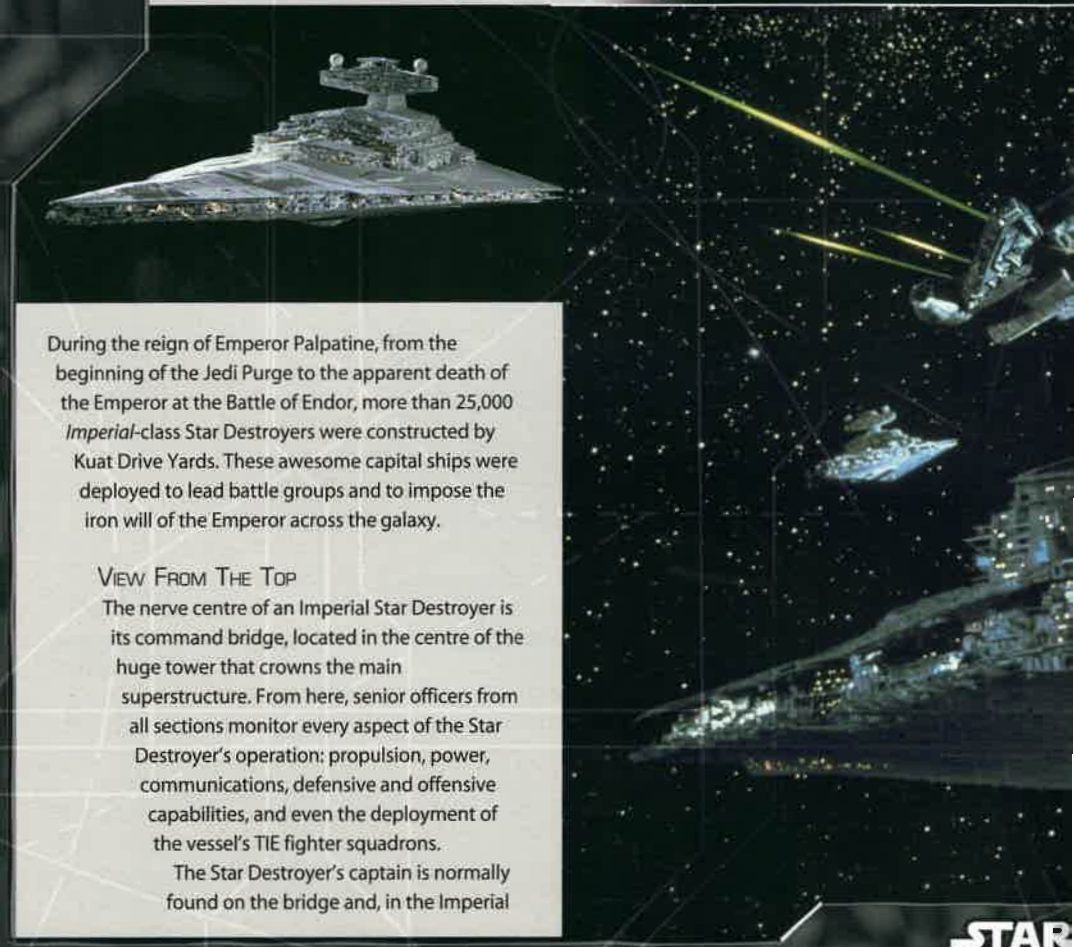
Firepower

As with the *Victory*, the *Imperial I*-class was designed for both attack and defence in space – with a heavy emphasis on attack. In combat, the Star Destroyer can unleash a wall of fire. Guided by sophisticated LeGrange targeting computers, weapons such as the 60 devastating Taim & Bak XX-9 heavy turbolasers can obliterate everything, from rival capital ships to agile starfighters.

ATTACK!

AT THE HEART OF THE ACTION

The Star Destroyer was both a deep-space combat vessel and a transport for the Empire's shock troops. It was frequently employed in both roles to suppress any hint of rebellion against the rule of the Emperor.



During the reign of Emperor Palpatine, from the beginning of the Jedi Purge to the apparent death of the Emperor at the Battle of Endor, more than 25,000 *Imperial*-class Star Destroyers were constructed by Kuat Drive Yards. These awesome capital ships were deployed to lead battle groups and to impose the iron will of the Emperor across the galaxy.

View From The Top

The nerve centre of an Imperial Star Destroyer is its command bridge, located in the centre of the huge tower that crowns the main superstructure. From here, senior officers from all sections monitor every aspect of the Star Destroyer's operation: propulsion, power, communications, defensive and offensive capabilities, and even the deployment of the vessel's TIE fighter squadrons.

The Star Destroyer's captain is normally found on the bridge and, in the Imperial

A Star Destroyer carried a complement of 72 TIE fighters

era, the fate of entire star systems could be decided from here. During an engagement, the captain would be kept constantly updated by his senior officers and by the data-processing technicians working in the two recessed areas in the floor of the bridge.

Capturing A Princess

Star Destroyers were not always out to destroy – the Empire took prisoners, too. As the crew of Princess Leia's starship, the *Tantive IV*, discovered, the *Imperial I*-class was armed with 60 Borstel NK-7 ion cannons. These are capable of striking through a vessel's shields and disrupting its internal electrical systems. Once shields are down and a ship is crippled, the ten Phylon Q7 tractor-beam projectors can reel the victim in. A captive ship will then be docked in the main hangar where it can be boarded at leisure.

A More Deadly Force

The reign of the *Imperial I* was not a long one. Based on initial performance data, Wessex quickly designed improvements and, one month after the destruction of the first Death Star, the first *Imperial II*-class Star Destroyer was launched by Kuat Drive Yards.

Darth Vader had used the second-ever *Imperial I*, the *Exactor*, as his flagship, but he did not take up the new *Imperial II*. Instead, Vader's new flagship would be the first Super Star Destroyer – the *Executor*.

ADMIRAL FIRMUS PIETT

A CUNNING, DEVIOUS IMPERIAL OFFICER

The career of Admiral Piett is that of the perfect officer in Emperor Palpatine's New Order. Undoubtedly gifted as a commander and tactician, Piett's success was as much down to his ability not to get the blame when things went wrong.

As a native of the Outer Rim world of Axxila, Firmus Piett's lack of Core World contacts should have seen him permanently lost in the lower ranks. However, his abilities as an officer saw him rise to the rank of lieutenant by the time he was 26, and his political tact and innate cunning were what saw him promoted to captain of the *Imperial*-class Star Destroyer *Accuser* by none other than Darth Vader.

Serving under Admiral Griff during the blockade of the Rebel base on Yavin 4, Piett was in the best position to take charge when Griff was killed, and became captain of the *Executor*.

During this whole time, Piett was never subject to the wrath of Lord Vader or any of his other superiors. If there was ever a defeat, setback or other problem, it had always clearly been someone else's fault.

Promotion At Hoth

The *Executor* was Darth Vader's flagship in the Death Squadron that he had specially assembled to hunt down the Rebel Alliance. The squadron commander was Admiral Ozzel, an inept officer owing his position to his family's status and his political connections, and Vader detested the man. Ozzel frequently contradicted Darth Vader's orders, even publicly, while Piett made sure he maintained the Dark Lord's favour. When a probe droid in the Hoth system detected what Piett knew had to be the Rebel base, Piett made sure Vader was present before he told the Admiral. Ozzel dismissed Piett's report, but Vader countermanded him and ordered the fleet to Hoth.

PROFILE

Affiliation
Empire, Imperial Navy, Death Squadron
Birth planet
Axxila
Height
1.65 metres
Weapon
Blaster pistol

'I have my orders from the Emperor himself. He has something special planned. We only need to keep them from escaping.' Admiral Piett

Ozzel continued to dismiss the possibility that the Rebels were on Hoth. When the fleet entered the system, the Admiral used an old strategy in making his approach, only coming out of lightspeed when they were almost upon the target. This tactic served only to alert the Rebels to the Imperial presence, allowing them to raise their shields and prevent a bombardment from space. A furious Darth Vader

executed Ozzel, choking the life out of him using the dark side of the Force. Piett, conscious of Ozzel still expiring noisily behind him, was immediately promoted to Admiral.

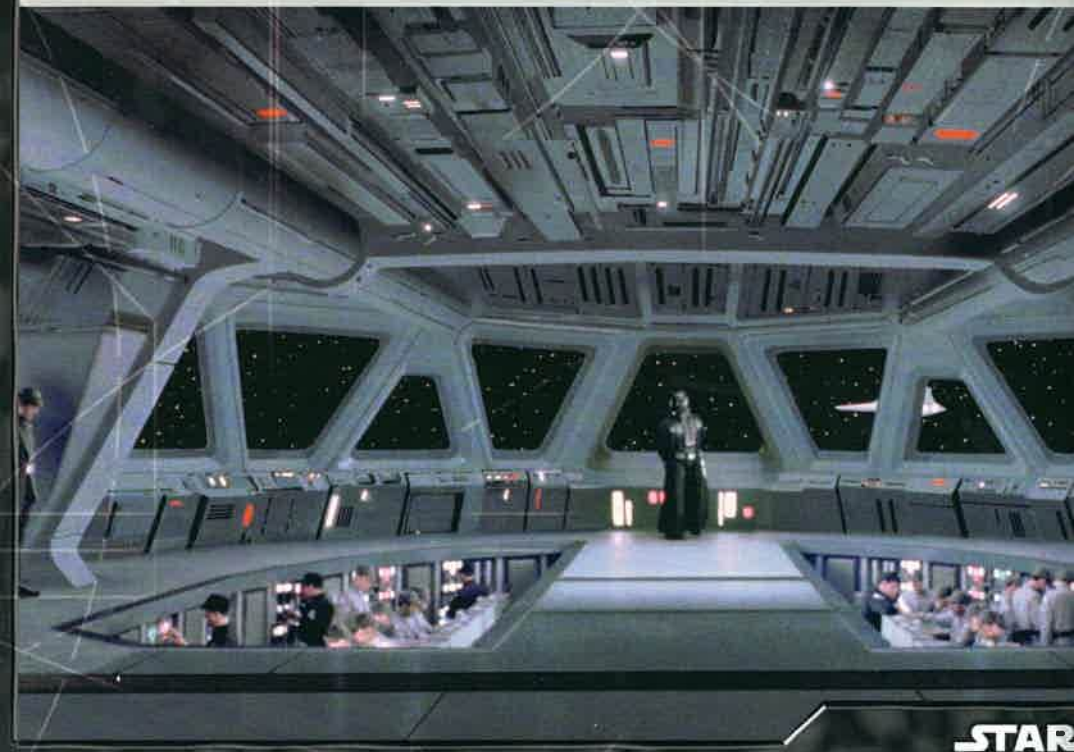
Catch The Falcon!

It was well known that the *Millennium Falcon* was used by some of the most wanted leaders of the Rebel Alliance – particularly Luke Skywalker. Admiral Piett had orders to pursue and capture the ship no matter what. When Darth Vader just missed catching the Corellian craft in the crumbling Rebel base, the Death Squadron gave chase. But after the *Falcon* was briefly cornered in an asteroid field, the ship fled again, seeming to disappear after a 'suicide run' against the Star Destroyer *Avenger*.

Enter Boba Fett

Piett had incurred Darth Vader's displeasure, although he escaped the fate that befell Ozzel and the *Avenger*'s Captain Needa. Much to Piett's annoyance, the *Falcon* was tracked down by bounty hunter Boba Fett. Han Solo had deftly attached his ship to the side of the *Avenger*, exploiting a sensor blind spot; Fett guessed the trick, and followed the *Millennium Falcon* as it headed for Bespin's Cloud City.

Vader, kept informed by Fett, ordered the *Executor* to Bespin ahead of the limping *Falcon*. There, while Solo and his Rebel compatriots were kept occupied by the coerced Lando

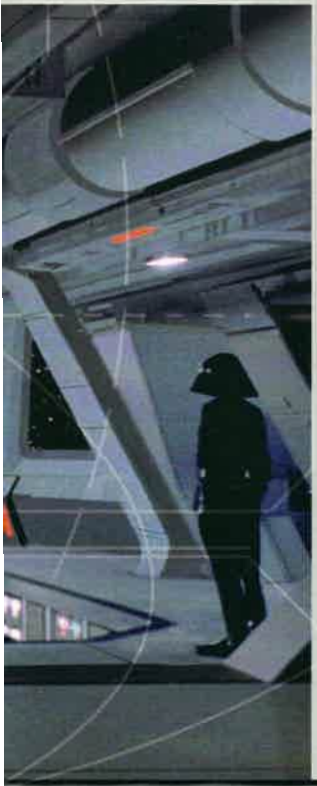


Double appearance

Admiral Firmus Piett is the only Imperial officer to have appeared in two separate films – *The Empire Strikes Back* and *Return of the Jedi* – and be played by the same actor (Kenneth Colley) each time.

'You are in command now, Admiral Piett.'

Darth Vader



Calrissian, Piett had his technicians deactivate the *Falcon*'s hyperdrive. When Lando threw in his lot with the Rebels and helped the *Falcon* escape, Piett was waiting with the *Executor* to capture the ship. Unfortunately, the *Falcon* was a difficult target for the tractor-beam technicians to lock on to. Before they could do so, R2-D2 was able to reactivate the hyperdrive and the *Falcon* escaped.

Piett assumed the worst, despite the failure not being his. However, Darth Vader, who was still shaken by the duel with his son Luke Skywalker, stalked from the bridge. Piett lived to fight another day.

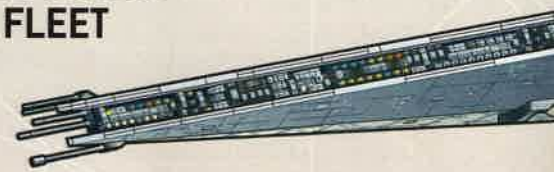
The Error Of Arrogance

Piett escaped his fate at Bespin but it was to catch up with him at the Battle of Endor. Imperial service, particularly Imperial command, breeds a degree of arrogance – even amongst admirals serving directly under Darth Vader. Piett and his tacticians, once again, dismissed the threat of the Rebel starfighter. They had launched innumerable TIE fighters to deal with them – surely that was enough?

In the end, the mighty Super Star Destroyer *Executor* was brought down by a flight of tiny A-wings – ironically designed by Walex Blissex. First, they knocked out the *Executor*'s shields. Piett ordered forward batteries to intensify fire while the shields were reconfigured but a crippled A-wing, skilfully flown by a dying Arvel Crynyd, smashed directly into the bridge. Piett died instantly and, before auxiliary controls could be brought online, the *Executor* knifed into the Death Star and exploded.

INTERDICTOR CRUISER

AN INVALUABLE INNOVATION FOR THE IMPERIAL FLEET



Built from the hull of a *Vindicator*-class heavy cruiser, this 600-metre-long craft resembles a small Star Destroyer, but get closer and the differences are quickly apparent. Four globes nestle in the hull, while the bridge tower is wide and flat. The four metal spheres hold the secret to the *Interdictor*'s threat.

Tactically, the *Interdictor* (or, more correctly, the Immobiliser 418 cruiser) filled a very particular and unique role within the Imperial fleet. For its own protection, the Immobiliser 418 has 20 Taim & Bak GX-7 quad laser cannons and 24 TIE fighters, but these play no part in its main offensive function.

The four spheres embedded in the ship's hull are gravity-well projectors, able to simulate a large mass in space. An *Interdictor* is able to use these against an enemy by exploiting the very devices that allow safe travel in hyperspace. When a vessel that is travelling in hyperspace detects the mass projected by the *Interdictor*, it drops the ship back into normal space. Also, when a vessel tries to jump to hyperspace near an *Interdictor*, it cannot do so until it escapes beyond the gravity field.

IMPERIAL ENTANGLEMENTS

The Empire deployed its *Interdictor* cruisers (there was a second model, built by Kuat Drive Yards, based on the hull of an *Imperial I*-class Star Destroyer) on regular customs patrols. During the Galactic Civil War, they also took part in actions against the Rebel Alliance. In the latter role, *Interdictors* were stationed on the fringes of the battle, dragging ships out of hyperspace into a trap and then making sure they stayed there. Trapped ships either had to knock out the *Interdictors* or seek to fly beyond their gravity fields.

Interdictor Profile

Length
600 metres

Armament
20 x Taim & Bak GX-7 quad laser cannons
24 x TIE fighters
4 x Sienar Fleet Systems gravity-well projectors

Affiliation
Galactic Empire

The first Immobiliser 418s saw service just before the Battle of Yavin. Han Solo fell victim to one, forcing him into debt with Jabba the Hutt when he was forced to dump his illegal spice cargo during an interrupted Kessel Run.

The Admiral and the Jedi

After the Battle of Hoth and the *Millennium Falcon*'s escape at Bespin, Darth Vader included *Interdictors* in his Death Squadron, but Grand Admiral Thrawn was the first Imperial tactician to make them a regular part of his fleet. He used one in a near-successful attempt to snare Luke Skywalker at Jomark. After Thrawn's defeat, *Interdictors* were used by both Imperial Remnant and New Republic forces.

IMPERIAL-CLASS STAR DESTROYERS

SYMBOLS OF IMPERIAL MIGHT

Nearly twice the size of its predecessors, the massive *Imperial I*-class Star Destroyer was launched by Kuat Drive Yards when the Emperor came to power. After the Battle of Yavin, the even more powerfully armed *Imperial II*-class vessels continued to spread the Empire's reign of terror across the galaxy.

The most powerful standard vessel of the Imperial Navy, the Imperial Star Destroyer constitutes the principal military force in the Empire. A single Star Destroyer can unleash more firepower than most planetary militia, and only six would be needed to bring down even the most developed Core System world. Only the Empire's super weapons, the Death Stars or the Super Star Destroyer *Executor*, can offer greater destructive power.

These are the behemoths of the Imperial Navy. In addition to their own crew, they also carry a fully equipped division of stormtroopers from the Imperial Army. Able to operate independently for six years, a single Star Destroyer can arrive in orbit around a planet, institute a complete starfighter blockade, pound planetary defences from orbit or send in bombers, launch a massive ground invasion, and then set up a full garrison base to occupy the now-cowed world.

IMPERIAL-CLASS STAR DESTROY

IMPERIAL I-CLASS AND *II*-CLASS VESSELS OF THE GALACTIC CIVIL WAR ERA

Types:
Class I – *Devastator*, captured *Tantive IV*
Class II (pictured) – *Tyrant*, crippled during Battle of Hoth

Affiliation
Empire, New Republic

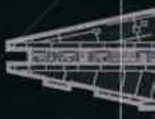
Manufacturer
Kuat Drive Yards

Length
1,600 metres

Role
Conceived for use in either the defence or assault of planets, the delivery and support of ground troops and installations, and the engaging of capital class ships in space.

Defence and Armament
Class I – 6 x dual heavy turbolaser turrets, 2 x dual heavy ion cannon turrets, 2 x quad heavy turbolasers, 3 x triple medium turbolasers, 2 x medium turbolasers, 60 x Taim & Bak XX-9 heavy turbolasers, 60 x Borstel NK-7 ion cannons, 10 x Phylon Q7 tractor-beam projectors.
Class II – 8 x octuple barbette turbolaser cannons, 36+ additional turbolaser cannon batteries, 20 x ion cannons, 10 x Phylon Q7 tractor-beam projectors.

Deflector-sh
generator do

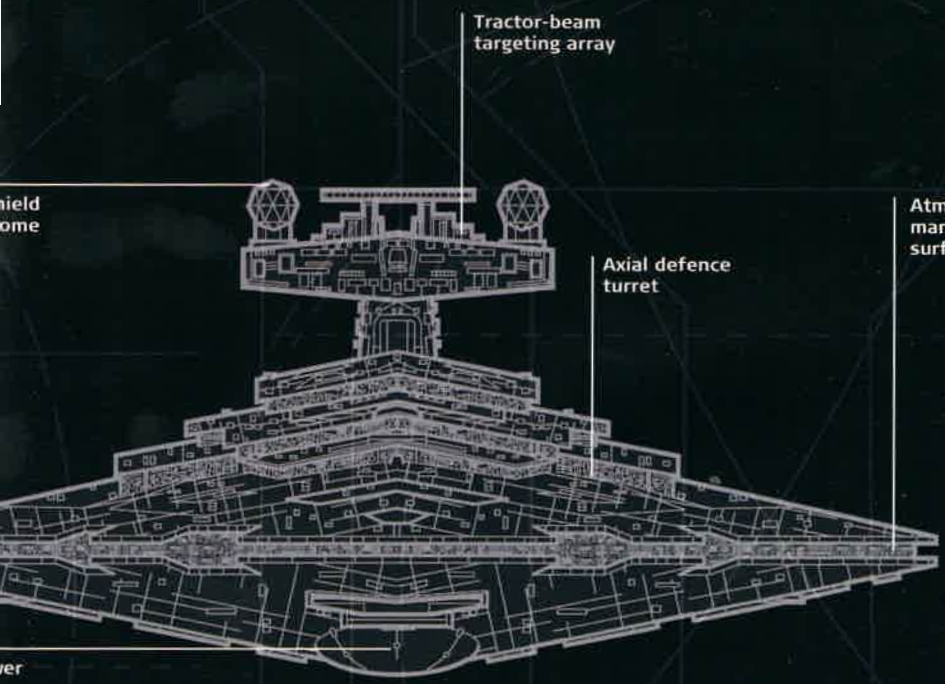


Primary pow
generator

Crew
37,000 (approx), 1 x full s
division

Starship and Ground Vehic
1 x TIE fighter wing (6 squ
8 x *Lambda*-class shuttles,
15 x *Delta*-class stormtroo

YERS



stormtrooper

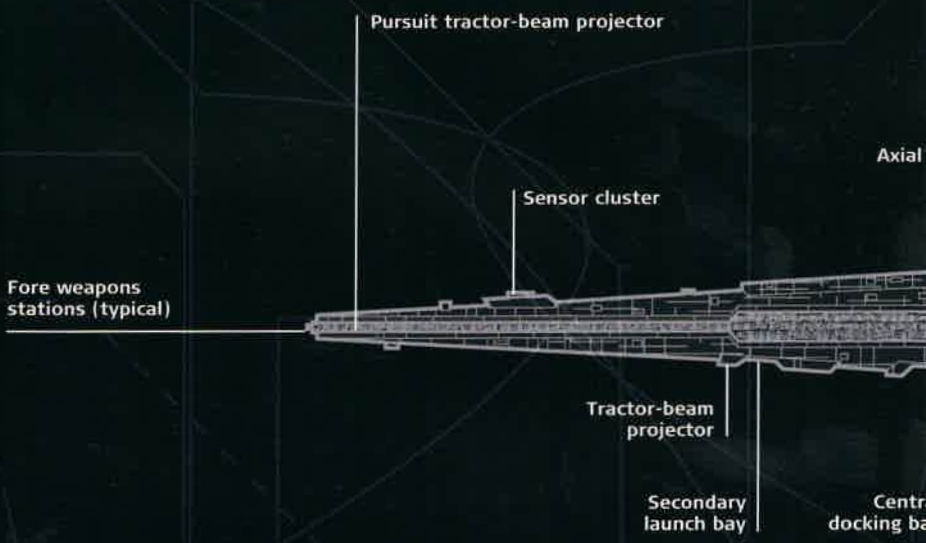
cles
adrons),

per transports,

5 x assault gunboats,
1 x *Gamma*-class assault shuttle, repair and recovery vehicles (various), AT-AT barge, 20 x AT-AT walkers, 40 x AT-ST walkers, ground support vehicles (various)

Additional
1 x prefabricated garrison base.

On the Class I vessel, the sensor array has diagonal support beams arranged in an X between its two towers.



Deflector-shield generator dome

For its defence, the bridge tower has two ion gun turrets and six turbolaser turrets

Weapon targeting systems (typical)

Command bridge

defence turrets

Starboard main engine thrust nozzle

Lateral quad laser battery

Solar ionisation reactor

Elite force of the Imperial Navy

The Imperial Star Destroyer, of either class, positively bristles with various armaments. Its surface is dotted with turbolasers and tractor-beam projectors. The central docking bay can launch waves of TIE fighters, boarding craft, ground invasion troops, probe droids, or can be used to reel in captured vessels. The ship's bridge is manned by the very best officers in the Imperial Navy.

PROBOT

THE EMPIRE'S SPY DROID

Conceived in more peaceful times for the exploration and mapping of remote parts of the galaxy, the Arakyd Viper Probe Droid is part soldier, part scientist. Its purpose is now to seek out, monitor and report on those the Empire considers enemies.

Possessed of the kind of dogged tenacity that only mechanical devices can display, probe droids (or probots) are armed with an impressive array of sensors, as well as a powerful blaster and, occasionally, deflector shields.

Expansionist Origins

As the Republic grew, the need for new resources increased daily. Developed by Galalloy Industries, the first probe droids were tasked with mapping in detail the unexplored sections of the galaxy, and searching for habitable worlds and exploitable resources. In this role, the original droids were a resounding success. The Empire's Arakyd Viper Probe Droids were as successful as their Old Republic ancestors, though their purpose was more sinister.

Subtle Spider

Vaguely arachnid in appearance, the Viper probot is 1.6 metres tall and floats on repulsorlift engines fitted with baffles to give as silent a ride as possible. It senses everything from radiation to sound, and it can listen into an incredible range of transmissions. Any data the Viper gathers can be beamed back by its HoloNet transceiver.

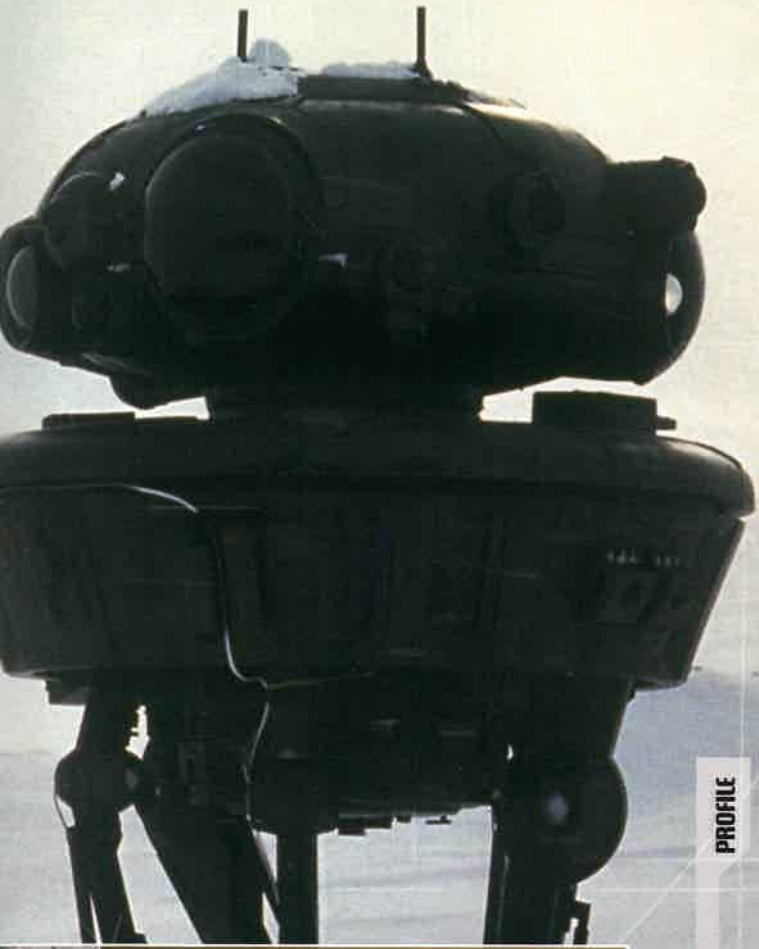
After The Alliance

The probes used by Darth Vader's Death Squadron to hunt down the Rebel Alliance's base were modified under direct orders from Vader himself, making them even more deadly.

Death Squadron dispatched thousands of Viper Probe Droids in its search for the Rebel Alliance after the evacuation of Yavin 4. The arrival of the hyperspace pods the probots used to travel resembled a meteor strike. This allowed the Viper that landed on Hoth to go undetected until it was too late, and Vader had found the Rebel base.

Probot defences

A Viper probot has formidable defences, but rarely attacks unless its mission is in danger of being compromised. It is also rare for one to be captured, as they self-destruct spectacularly if capture is a danger. Nonetheless, probe droids double as guards at important Imperial facilities, and can even patrol spacelanes, watching for pirates and Rebels.



PROFILE

Type

Arakyd Viper Probe Droid

Height

1.6 metres

Armament

Blaster cannon, self-destruct system

Affiliation

Galactic Empire

DEATH STAR
TRASH COMPACTOR 32-6-3827

Learning that Princess Leia was captive on the Death Star, Luke Skywalker and Han Solo were determined to rescue her. However, their only escape lay through the very unpleasant and dangerous route that led to one of the battle station's trash compactors.

The rescue plan did not go entirely to plan. Luke, Han and Chewbacca succeeded in rescuing the Princess from her cell, but were immediately cut off by a detachment of stormtroopers. Trapped in Detention Block AA 23, escape seemed impossible until an annoyed Princess Leia blasted a hole through an access hatch and the Rebels escaped down a chute into trash compactor 32-6-3827.

Trash compactors were common on larger Imperial starships and in Imperial installations. Hugely powerful, they were used to crush and compact waste material for recycling or disposal. To avoid leakage of chemical or organic waste, the chambers were magnetically sealed.

Going Nowhere

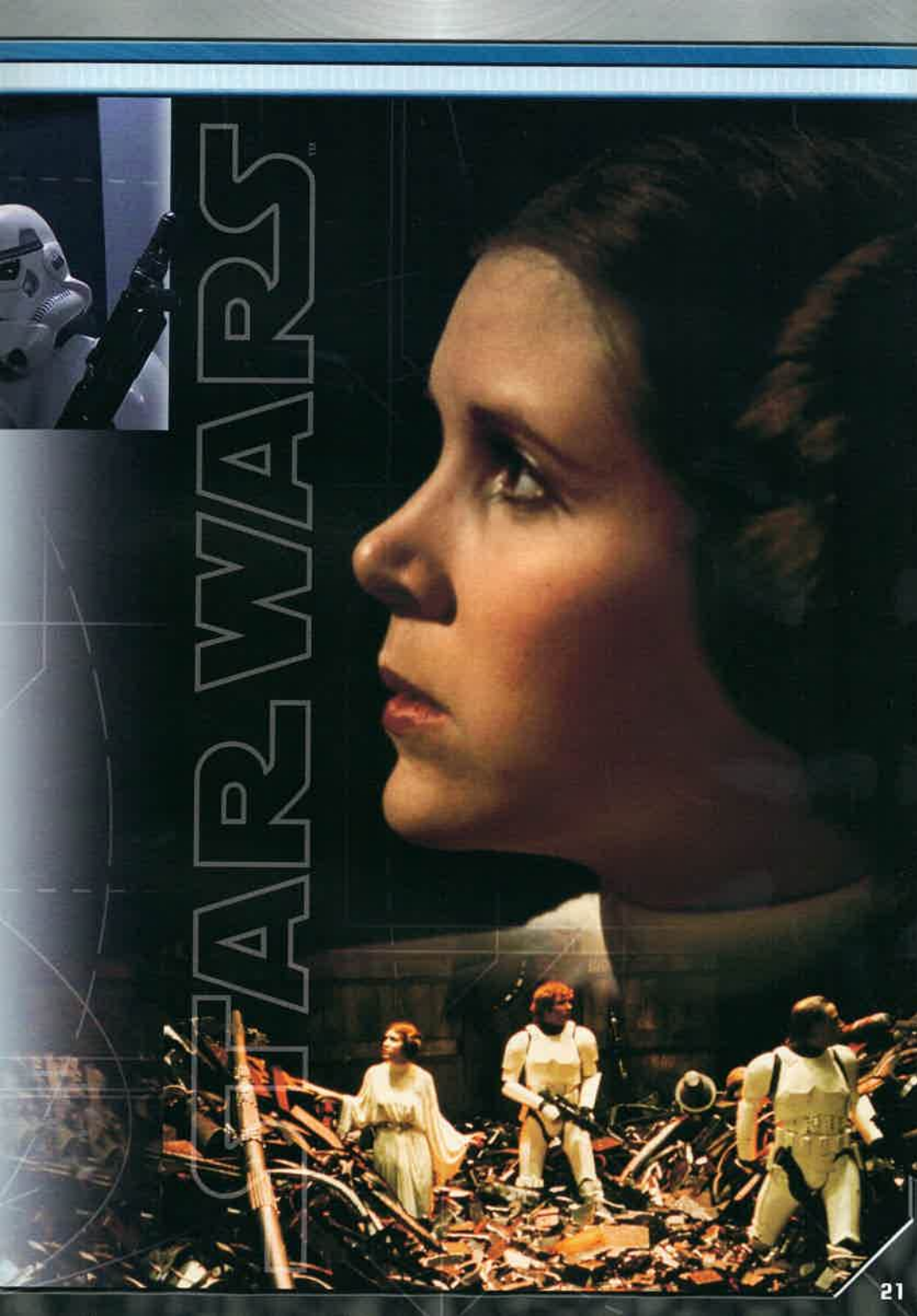
One of the more common and effective locking systems, a magnetic seal (magseal for short) uses electromagnetism to lock metal plates together so absolutely that the only way to break the seal is to shut down the power supply to the lock. Trying to do so with a blaster pistol in a magsealed room, such as the garbage masher, is a very bad idea...

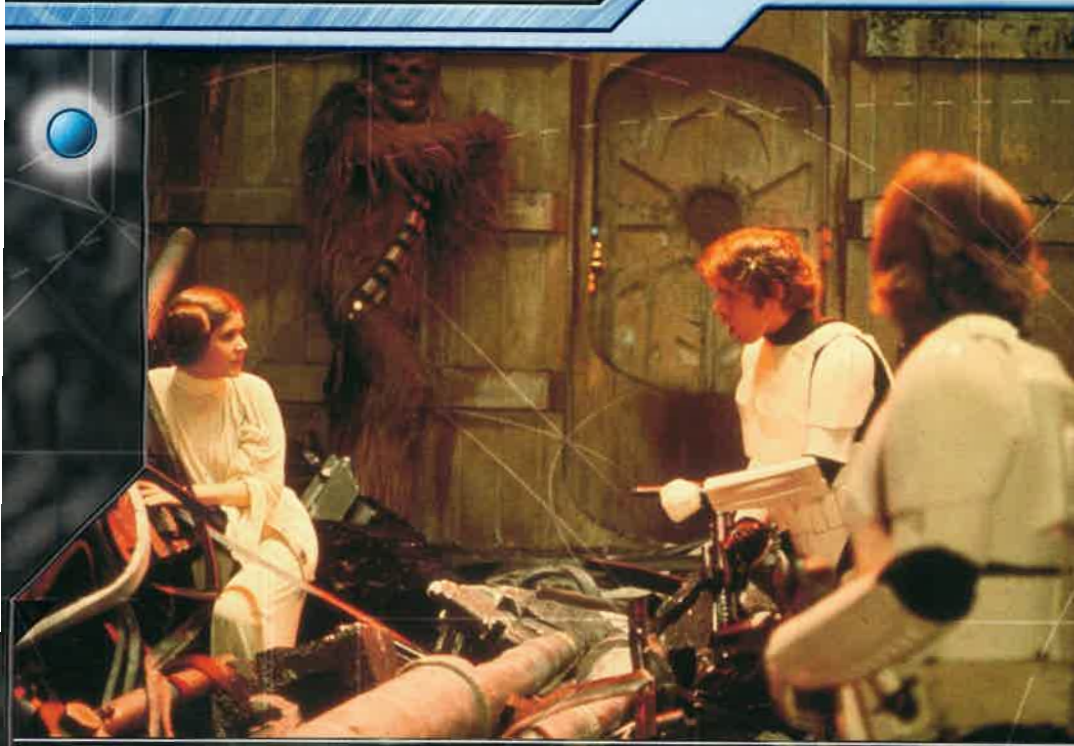
Something Alive In Here...

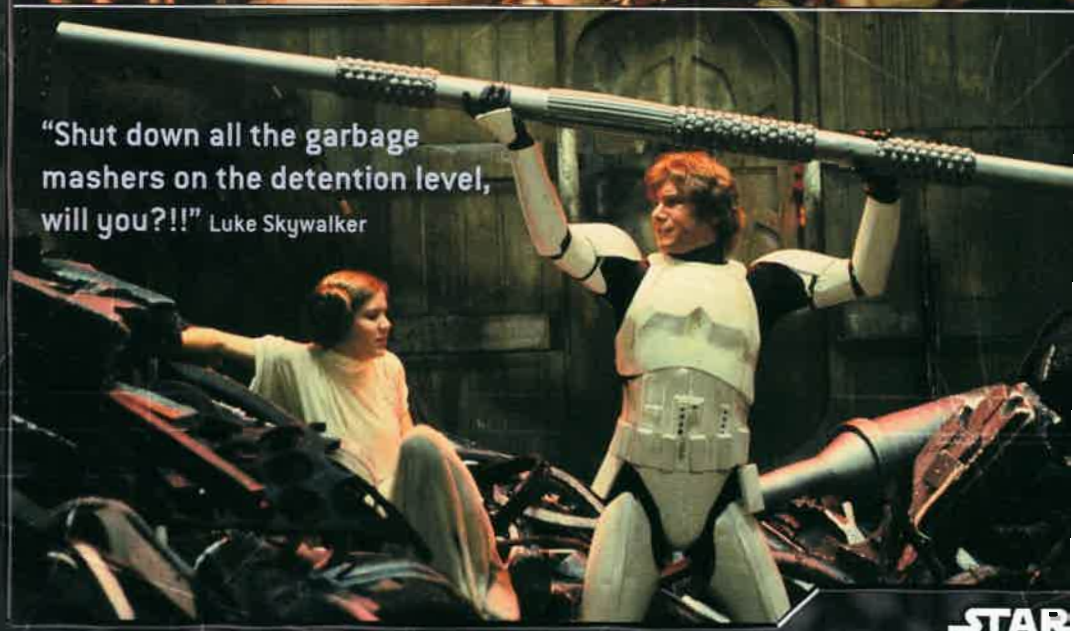
As Han argued with Luke and Leia about how to get out of the trash compactor, the Rebels were being watched. Emerging from its den in a waste liquid pipe, a tentacled monstrosity extended its single eye stalk above the murky water and picked its victim...

Compactor 32-6-3827 was home to a dianoga – a six-metre-long scavenging creature that had come to the Death Star in its tiny larval form aboard a garbage collection barge during the Death Star's construction. This is a very common occurrence – since their discovery on their native world of Vodran, dianogas have spread across the galaxy in this way, feeding off organic waste and, occasionally, animals (or Rebels) that stray too close.

"One thing's for sure – we're all gonna be a lot thinner!" Han Solo


STAR WARS





"Shut down all the garbage mashers on the detention level, will you?!!" Luke Skywalker

More menacing

George Lucas revisited the dianoga for the Special Edition of Episode IV as he had been unhappy with the original manifestation. He reportedly imagined something larger and more ominous than the effect that had been achieved when shooting the first movie of the original trilogy.

The Nature of The Dianoga

These muddy-coloured creatures are passive hunters, preferring to wait for their prey to come to them before using their seven very tough tentacles to seize their prey and drag them down to their circular mouths, filled with sharp teeth.

As with many such creatures, these cephalopods' fleshy, boneless bodies are remarkably flexible and dianogas can compress themselves into remarkably small spaces. They are also tough, resilient, and fast healers, able to regenerate lost body parts.

Dianogas are hermaphrodites, able to self-fertilise. While their potential size – up to 10 metres long – is a big enough threat, their ability to reproduce quickly and over-colonise an area can create real problems. Hungry dianogas can be a real danger to the local populace. However, their ability to keep an area clean of organic waste, and their deterrent factor, mean that many places actively cultivate dianogas, regardless of the potential dangers.

Saved By R2-D2

Ultimately, the automated activation of the trash compacting cycle drove the dianoga back into hiding, saving Luke Skywalker from drowning. R2-D2, with a little help from C-3PO, was then able to deactivate the compactor, saving the Rebels from a crash diet.

Once a Jedi

In early drafts of the *Star Wars* story, the Jedi were known as 'Dia Nogas' – which was shortened to 'Dia'. This foreshortened name eventually evolved into 'Jedi', while the original name was consigned, eventually, to the deadly creature living in the garbage masher on the Death Star's detention level. The original draft of the story had no such creature. Indeed, there was no trash compactor either.

RALPH McQUARRIE

VISIONARY OF THE *STAR WARS* UNIVERSE

The scripts for *A New Hope* and the movies that followed described strange new worlds peopled by amazing characters. To bring these scenes to life required the talents of an exceptional artist able to visualise things that nobody had yet seen.

In 1975, George Lucas had the opportunity to pitch his new science-fiction project, then called *The Star Wars*, to 20th Century Fox. In order to sell his idea properly, Lucas knew that he needed better images than the sketch art that he possessed at the time. To help bring his concept to vivid realisation, the young film maker turned to visionary artist Ralph McQuarrie.

The work that McQuarrie produced brought Lucas's developing vision to life, helping to secure the involvement of Fox. McQuarrie's illustrations continued to be used through the making of the film, and many cast members vividly remember seeing the pictures on the office walls when they auditioned. For many, it was their first hint of the scope of George Lucas's project.

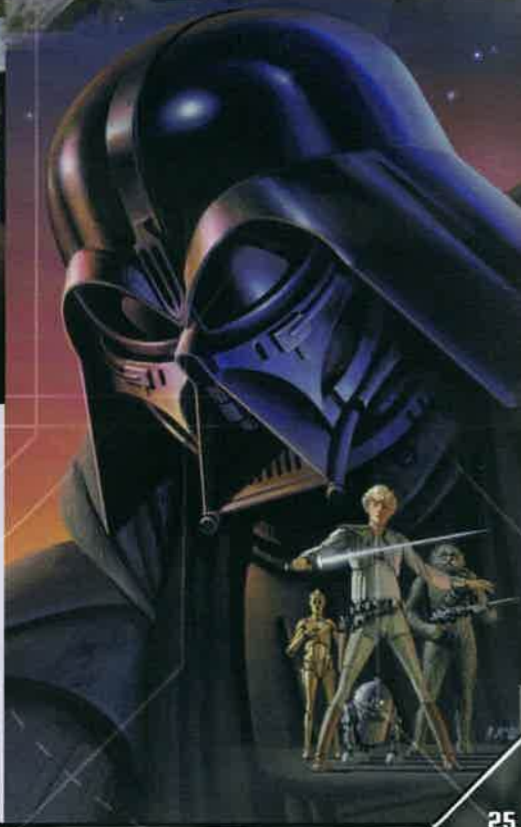
Born Artist

It was inevitable, perhaps, that Ralph McQuarrie would become an illustrator – both his grandparents were professional artists. Born in Indiana on 13 June, 1929, he studied art throughout his childhood and at art college, before finding work as a technical illustrator at Boeing Aircraft Company. During the 1960s, McQuarrie's illustrations of the spacecraft of the day were animated for use in the NASA and CBS coverage of the Apollo missions to the moon. Science fact gave way to science fiction 10 years later when McQuarrie was called in by George Lucas to assist in the pitch to 20th Century Fox. For this, McQuarrie created several painted works, including iconic images of C-3PO and R2-D2 in the desert, white-clad stormtroopers (wielding lightsabers no less!) in the corridors of the Death Star, and a lightsaber battle between Luke Skywalker and Darth Vader.

After Lucas had been successful at the pitch meeting, McQuarrie created many more conceptual paintings that defined the look of characters and locations. During filming, he then worked on the highly detailed, near-photorealistic glass-paintings that provided backgrounds for many of the special-effects sequences.

Such was his importance to the first film that Ralph McQuarrie went on to help define the look of *The Empire Strikes Back* and *Return of the Jedi*. McQuarrie himself appeared in *The Empire Strikes Back*, playing a Rebel soldier named General McQuarrie.

A few years later, in 1985, McQuarrie was awarded an Oscar® for his conceptual work on *Cocoon*.



Heroes and villains

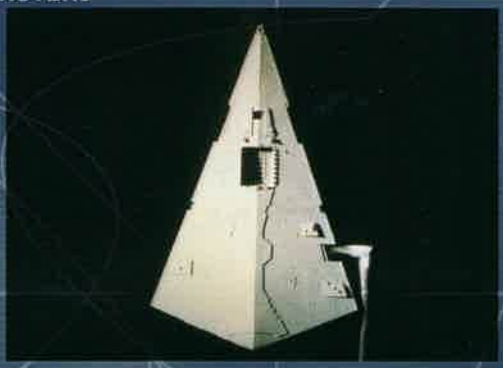
It's said that a hero is defined by the villain he faces. Luke Skywalker was easy enough to visualise, but what should his armoured nemesis look like? One of the most important contributions that Ralph McQuarrie made to the *Star Wars* saga was in taking the descriptions of *Star Wars*'s main bad guy and creating the iconic Darth Vader, Dark Lord of the Sith, by combining the mask and armour of a samurai warrior with a spacesuit.

BEHIND THE SCENES SECRETS

BUILDING THE STAR DESTROYERS

EVOLUTION OF THE STAR DESTROYERS

1 For *A New Hope*, only one small Star Destroyer was made. In fact, the model of Darth Vader's ship, the *Devastator*, was smaller than that of the ship it captures in the film, Leia's *Tantive IV*!



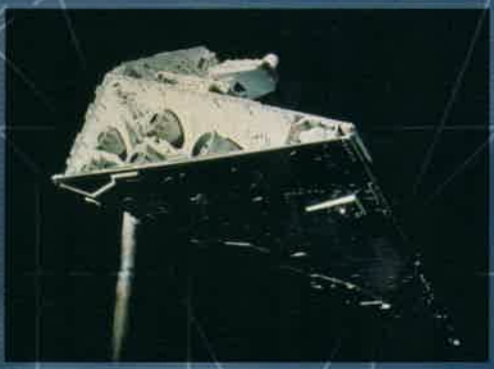
2 The Imperial Star Destroyer model constructed for filming Episode IV was built to a scale of 1/350. Scaling up the 91cm model to life size would make the 'real' ship 320m long.

5 Rear view of a small prototype made by Industrial Light & Magic's Colin Cantwell. This model measured 45 x 67 x 27cm.

6 Together with concept sketches by Joe Johnston, Cantwell's model helped to define the look of the *Victory*-class Star Destroyer.

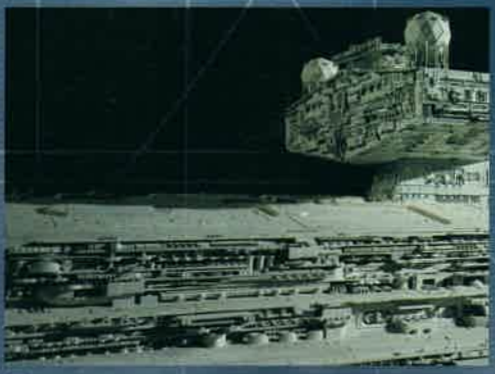
For *Star Wars* Episode IV: *A New Hope*, Industrial Light & Magic built a 91cm-long model of the Star Destroyer. The more detailed model used for *The Empire Strikes Back* had grown to a huge 2.59m!

3 The completed model was painted matte white to help it stand out against the dark background of space and give the impression of the Star Destroyer's huge size.



4 Lighting the final model shows how the fine details applied to the 'flat' surfaces of the vessel are highlighted, giving an impression of a vast, complex piece of technology.

7 The much larger Star Destroyer built for *The Empire Strikes Back* measured 2.59m long and was covered with a massive amount of fine detail.



8 The model was fitted with interior lighting to help build the impression of scale by showing the lights from thousands of portholes.

DID YOU KNOW?

1 THE IMPERIAL STAR DESTROYER APPEARS FOR THE FIRST TIME AT THE BEGINNING OF EPISODE IV. IN WHICH OTHER EPISODES OF THE ORIGINAL TRILOGY DOES ONE APPEAR?

2 WHAT IS THE DIFFERENCE BETWEEN 'IMPERIAL CRUISER' AND THE 'IMPERIAL STAR DESTROYER'?

3 *STAR WARS* EPISODE II PROVIDES A CLUE TO THE ORIGIN OF THE IMPERIAL STAR DESTROYER. WHAT CLUE?

ANSWERS:

1 The Imperial Star Destroyer appears in all three *Star Wars* films. The forerunner of the Imperial Star Destroyer, the *Venator*-class Star Destroyer appears in Episode III.

2 In the story of *A New Hope*, the term 'Imperial cruiser' was used to describe a Star Destroyer, a name that isn't actually applied until *The Empire Strikes Back*. In the first two drafts of Episode IV, the single word 'stardestroyer' indicates a small, two-man Imperial fighter.

3 Episode II reveals that the triangular shape of the Star Destroyer is drawn from ships from the time of the Old Republic – specifically the *Acclimator*-class Republic assault ships.

B

BD-3000

Droid
Episode III

If anyone were looking for examples of the kind of decadence that crippled the Old Republic during the time of the Clone Wars, they could easily point to the BD-3000 luxury droid manufactured by LeisureMech Enterprises. Designed as a robotic PA for wealthy senators and business people, any practical functions of this droid were secondary to its gleaming curves and (occasionally sleazy) add-ons.

Blurrg

Creature
Expanded Universe

Though fearsome to look at, the reptilian blurrg were slow and calm herbivores used as beasts of burden by the Marauders living on Endor. To the Ewoks, blurrg are a source of much amusement, and are the butt of many a folktale.

Bothan

Species
Episode VI (mentioned)

Fastidiously neutral, Bothans have taken political skullduggery and built a culture around it. As a result of centuries of political warfare between the clans of Bothawui, their home world, the Bothan Spynet is one of the best intelligence networks in the galaxy. Despite their neutrality, the Bothans worked covertly for the Rebel Alliance against the Empire that cast them as second-class citizens of the galaxy, to no small cost in Bothan lives. There was nothing altruistic about the Bothan help – they used their sacrifice to wangle a greater role on the galactic stage within the New Republic.

Breemu, Bana

Character
Episode III

A Senator for the Humbarine sector, Bana Breemu was part of the small cadre of politicians brought together by Senators Bail Organa and Padmé Amidala to counter the growing power of Chancellor Palpatine. Timid and cautious, Breemu clung to hopes for a diplomatic settlement with Palpatine – a hope dashed when the Chancellor declared himself Emperor.

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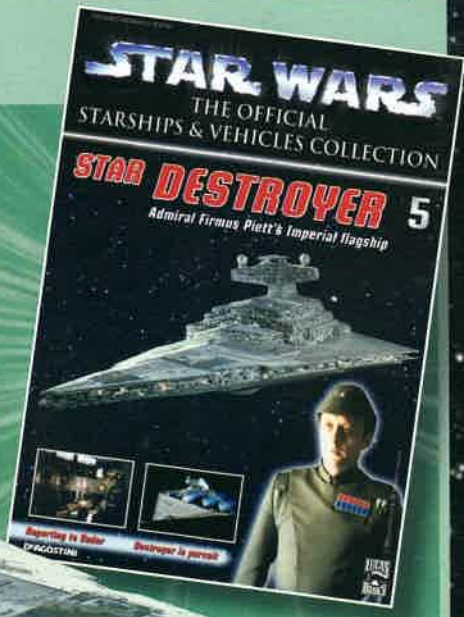
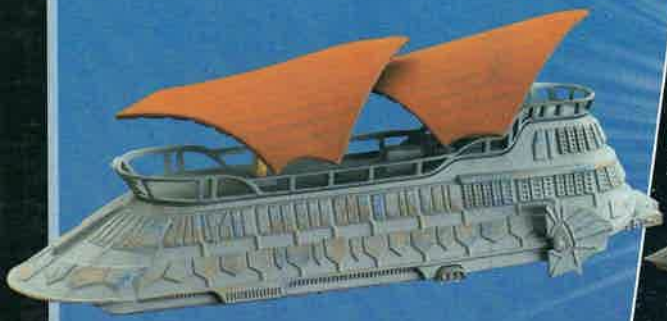
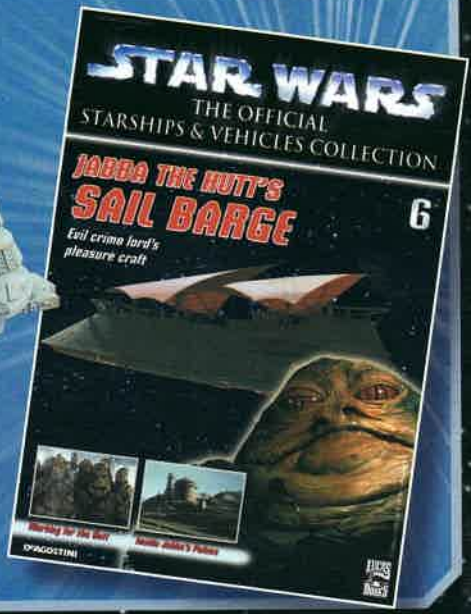


IN YOUR NEXT ISSUE



WITH ISSUE 6: JABBA THE HUTT'S SAIL BARGE